

# CLAW-GLOVE



## EQUIPMENT STATISTICS

|   | TL | Type       | Length | Vol | Wt     | Price |
|---|----|------------|--------|-----|--------|-------|
| ○ | 3  | Claw-Glove | 0.3 m  | 1 l | 1.5 kg | Cr100 |

Tech level xx version illustrated

## CUSTOMISING NOTES:

## DESCRIPTION

The claw-glove is commonly a Vargr weapon, although other races such as humans have been known to use it in combat. Developed on many different worlds in varying shapes and sizes, the claw-glove is an excellent example of a weapon which has its origins in the imitation of nature.

In the common or Vargr design of the weapon, three 20-30 cm blades are attached to a metal plate, covering the hand (or similar appendage) from the knuckle to the first joint, hinged to another metal plate covering the back of the hand. The plates are attached to a thick glove, which fits snugly over the hand and straps to the wrist.

The hinging of the two metal plates allows the glove hand to be flexed. When the fingers point straight out, the claws are perpendicular to the forearm, but when the hand is balled into a fist, the claws point straight out. This arrangement allows the wearer to grip an object without removing the weapon.

For those skilled in its use, the claw-glove makes a superior combat weapon; its three sharp blades are capable of inflicting terrible damage, both slashing and stabbing. The protection it affords to the hand makes it an effective parrying tool. Finally, the tines of the weapon are set to give them a firm base, so it can be used to disarm an opponent, or even break their weapon by catching it between the tines.

To attempt a disarm maneuver, a player must declare this at the beginning of the round. Disarms are at +1 to hit. A hit indicates that the opponent has been disarmed; roll on the scatter table for its location. On *Greater Success*, the player may declare their opponent's weapon has been broken and rendered useless. On a *Mishap*, the player's claw-glove has been broken, and should be treated as a dagger until repaired. Note that if the player does not declare they are attacking to disarm and scores a hit normally, the normal disarm rules apply (but without the +1 bonus).

Finally, while Vargr often wear claw-gloves as openly as a human would wear a blade weapon, the is disdained among the other races as both uncouth and unfashionable. On a Vargr world, a claw-glove is treated as an ordinary blade weapon with respect to law level. On other worlds, this weapon is treated as though the law level is two levels higher.

## TASK LIBRARY (USAGE)

|      | Def | Max   | C*          | S*          | M*           | L*            | VL*           | D*             | VD*          | SR*           | Auto   | Dngr | Hit |
|------|-----|-------|-------------|-------------|--------------|---------------|---------------|----------------|--------------|---------------|--------|------|-----|
| Type | DM  | Range | <1m<br>(1D) | <3m<br>(2D) | <45m<br>(3D) | <300m<br>(4D) | <600m<br>(5D) | <1.5km<br>(6D) | <3km<br>(7D) | <50km<br>(8D) | Tgts** | Spc  | Dmg |
| TL3  | +2  | 1.5m  | 4           | 4           | ---          | ---           | ---           | ---            | ---          | ---           | ---    | ---  | 3D  |

\*for the range given, penetration is listed.

## TASK LIBRARY (REPAIR)

To repair a damaged Claw-Glove:

[varies], Mechanical, DEX, [varies]

*Referee:* Difficulty depends on the damage level: use the standard damage and repair guidelines.

Time increments for shop repair are as follows:

|                   |         |
|-------------------|---------|
| superficial       | 1 min   |
| damage....        |         |
| minor damage..... | 5 min   |
| major damage..... | 1.5 hrs |
| destroyed.....    | 4 hrs   |

For field repair, double the time increment, in addition to other standard increases.

Stats and description of the *Claw-Glove* are taken from:

WILLOUGHBY, Christopher, "Claw-Glove", **Challenge 40**, GDW, Bloomington, IL, USA, 1989, p 35.